XX.Y®

HEADPHONES

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RUNNER 30

User guide

EN USER GUIDE

RUNNER 30 BLUETOOTH SPORTS EARPHONES

USE

1. Compatible with mobile phones and other mobile devices (including iPhone and iPad) supporting Bluetooth function. Plays music, answers incoming calls wirelessly.

2. Compatible with PC computers supporting Bluetooth function (or Bluetooth USB adapter). Plays music or sounds from multimedia files wirelessly.

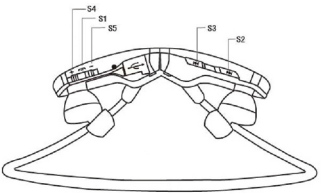
BATTERY CHARGE

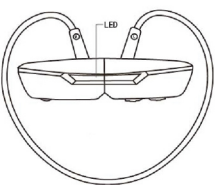
The headphones are powered by a built-in lithium-ion battery. Charge the battery to full capacity for at least 4 hours before the first use. After the first use, the charging time is not more than 2 hours. The indicator light on the right earpiece is red during charging. When the battery is fully charged, the indicator light turns blue. The battery run time is up to 5 hours.

To charge the battery, connect the headphones to the computer with a USB cable supplied. Using a car charger is not recommended during the first battery charge.

NOTE: The headphones may be used only after at least 40 minutes of battery charge.

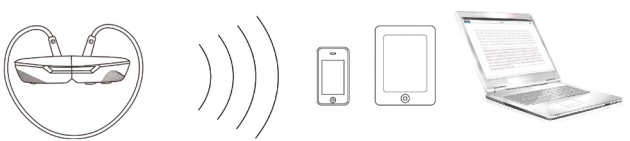
KEY FUNCTIONS





S1: multifunction key Start/Pause, On/Off, Answer call/End call, Reject incoming call, Call back
S2: Previous: Play the previous track, Go into silent mode during call (mute)
S3: Next: Play the next track,
S4: Volume down
S5: Volume up

PAIRING WITH BLUETOOTH SUPPORTING DEVICES



Pairing is linking Bluetooth capable devices to establish permanent and secure connection allowing fast data transfer between the devices without each time entering a password.

1. Ensure the headset is turned off. Press and hold S1 button for about 10 seconds until you see red and blue lights flashing alternately. Now the device is in paring mode and ready to be detected by other Bluetooth capable devices.
2. Activate Bluetooth function of the mobile phone/tablet/computer you want to pair with Runner 30. Refer to the mobile phone/tablet/computer's manual if needed. The headphones will be detected as "Runner 30".
3. Select and confirm your Runner 30 out of those searched devices per the mobile phone/tablet/computer's manual.
4. When the headset indicator turns solid blue for 4 seconds, the pairing is complete. If the pairing process is unsuccessful, please repeat steps 1 to 4.

NOTE:
The duration of the pairing process described in item 1 is 3 minutes. If the headset is not paired within this time, it switches off automatically.

SWITCH ON AND OFF

SWITCH ON

Press and hold S1 button for 5 seconds until you see red and blue light flash at the same time. The device and a previously paired mobile/tablet/computer (with activated Bluetooth function) will connect automatically. A flashing blue light indicates that the connection is successfully established. If the connection is not established, the headset will switch off automatically after 3 minutes.

SWITCH OFF

Press and hold S1 button for 3 seconds. Blue and red light will flash at the same time and turn off. The headphones are switched off.

LIGHT INDICATORS

Slow flashing blue light	The headset is connected to another device and ready for use
Slow flashing red light	The headset is not connected to any device
Blue and red light flash alternately	The headset is in pairing mode - ready to be detected by another Bluetooth capable device
No light	The headphones are switched off

BATTERY STATUS

Red light + audible signal in the headphones	The remaining battery capacity is less than 10%
Red light	Battery is charging
Blue light	The battery is fully charged

USE

After the headphones and a mobile phone/tablet/computer are paired, you can answer calls and talk (mobile only) and listen to music and sounds from the multimedia wirelessly.

DIALING FROM YOUR MOBILE

a) Select the number or contact you want to call on your mobile. Once the connection is established you will hear the call in the paired Runner 30 headphones. During the call red light will flash two times a second. To end call, press S1 key shortly.
b) Double press S1 key to redial the number you last called. To end call, press S1 key shortly.

ANSWERING INCOMING CALLS

The incoming call is indicated by an audible signal in the headphones and a solid red light.

WHEN YOUR MOBILE RINGS, YOU CAN

Answer the call: press S1 key shortly. Press the key shortly again to end your call.
Reject the call: double press S1 key.

DURING THE CALL

Volume adjustment: Increase or decrease the sound level by pressing S4 or S5 key respectively. Press and hold the keys for smooth volume adjustment.
Ending your call: press S1 key shortly to end call.

MUTE MODE DURING CALL

If during a call you want to mute the loudspeaker and the microphone, press S2 key shortly. After an audible signal the call will be muted in both directions. To exit the mute mode, press S2 key again.

MUTE MODE DURING CALL

Go to the previous track: press S2 key shortly
Go to the next track: press S3 key shortly
Pause/Restart: press S1 key shortly

MAXIMUM VOLUME LEVEL

For safety reasons RUNNER 30 headphones have a sound level limiter to prevent blocking out external noises during workout.